

GRAUSTARK

#1

Box 22, New York 33, N. Y.

May 1963

POSTAL DIPLOMACY

In Knowable #3 a proposal was made to begin playing by mail the board game Diplomacy. The response to this proposal has led to the inauguration of GRAUSTARK, a magazine of postal Diplomacy.

The most enthusiastic response came from the East Paterson Diplomacy Club which, according to Allan Calhammer, inventor of the game, is the first formally organized Diplomacy club. Others interested in trying a few games of Diplomacy by mail include Derek Nelson and Dave McDaniel. Addresses of all respondents are listed on page 2.

I have tentatively undertaken to provide a set of rules for the play of postal Diplomacy, and to serve as Umpire for the first game. I will also supply rule books and maps at cost. It is recommended that anyone undertaking postal Diplomacy should get the game board and pieces, which are \$7.50 from any large department store or from Cornwall Corp., 48 Wareham Street, Boston 18, Mass. However, if this is financially impossible, I can provide rule books at \$1 each and maps at 4¢ each.

Postal Diplomacy will be played under the following rules:

1) The rules of across-the-board Diplomacy will be followed as far as is practicable.

2) The entry fee for a game will be \$1, payable to the Umpire. The Umpire is obligated to report to the players after every move on the outcome of that move.

3) All correspondence relating to the game, among players or between players and the Umpire, shall be by first-class mail.

4) The Umpire shall announce a deadline date for entries. Upon this date, or upon such earlier date as he receives seven entries for the game, he shall assign by lot one country to each player. He shall then inform the players which country each of them will play, and give the name, address, and country of each of the other players.

5) Three weeks will be allotted to the players for their first move, and two weeks for each subsequent move. All players must send their moves to the Umpire by these deadlines. For example, suppose that the Umpire sends out the playing assignments on January 1. The first moves of each player must reach him by first-class mail no later than January 22. The Umpire will then compare the moves, determine which are possible, and report the orders and troop movements to the players. The players' next moves must be sent to the Umpire no later than February 5.

6) Players may make alliances among themselves by private correspondence or other forms of contact.

7) The Umpire's report to the players shall include an account of all orders and the movements which he judges to be consonant with those orders according to the rules of the game.

8) If a player does not make a move during the required period, civil government will be assumed to have collapsed in his country for that move, as described on p. 6 of the rules. This does not affect his right to take part in subsequent moves.

the moves will be tried out in a game for which this issue of GRAUSTARK is an invitation. Anyone who wishes to take part in this game should send his entry fee so that it arrives by May 25, 1963. If seven entries are received before that time, the game will be begun when the seventh arrives.

The following persons have expressed an interest in postal diplomacy. Unless another address is given, the player lives in East Paterson, New Jersey, and is a member of the East Paterson Diplomacy Club.

John Boardman, Box 22, New York 33, N. Y.

Tom Bulmer, 138 Lincoln Ave.

Ray Eggermont, 113 Mill Street

Richard Frobose, 153A Boulevard

James Goldman, 45 Hamilton Ave.

Stuart Keshner, 102A Elmwood Terr.

Fred Lerner, 152-B Donor Ave.

Keith Marchese, 10 East Washington Ave.

Dave McDaniel, 6295 Loma Drive, San Diego 15, Calif.

Derek Nelson, 18 Granard Blvd., Scarborough, Ontario, Canada

Edward Rocklin, 166A Donor Ave.

Dan Vandermast, 104 Lee Street

FRED LERNER: "It might be interesting to publish a "newspaper" which would contain players' propaganda, and serve as a vehicle for negotiation, intimidation, ultimatums, etc. This could be a job of the umpire, one of the players, or a neutral party."

DAVE McDANIEL: "I'm sure I could get a couple of the L. A. fen into it...Suggest you start as Umpire, then the winner of each game serve as Umpire for the next game or pass the duty on to another willing player...Count me in."

GRAUSTARK #1

John Boardman

Box 22, New York 33, N. Y.

PRINTED MATTER ONLY

RETURN POSTAGE GUARANTEED



18 Granard Blvd.
Scarborough, Ontario
Canada

GRAUSTARK

#2

"Winter 1900"

31 May 1963

PLAY BEGINS IN FIRST POSTAL DIPLOMACY GAME

Shortly after GRAUSTARK #1 had been mailed out to a number of people who had expressed interest in postal "Diplomacy", Fred Lerner sent me the names of several other people who might be interested. I therefore postponed the originally announced deadline of 25 May so that entries from these people might be included in this game. None arrived. The five participants in the game which now gets under way are, with their assigned countries:

ENGLAND: Stuart Keshnor, 102A Elmwood Terr., East Paterson, NJ

FRANCE: Fred Lerner, 152-B Donor Ave., East Paterson, NJ

GERMANY: James Goldman, 45 Hamilton Ave., East Paterson, NJ

ITALY: Derek Nelson, 18 Granard Blvd., Scarboro, Ontario

AUSTRIA-HUNGARY: Dave McDaniel, 6295 Lorca Blvd., San Diego 15, Calif.

These player assignments were made by lot. According to the rules of "Diplomacy", the following regions are closed: Turkey, Russia, Bulgaria, and Rumania. There are thus 25 supply centers on the board.

Players will have three weeks, until 21 June, to make their alliances and send in their first moves to the Umpire, John Boardman, Box 22, New York 33, New York. If all moves are in before then, the publication date of GRAUSTARK #3, "Spring 1901", will be advanced accordingly. GRAUSTARK will be mailed first class to players, and third class to all others who are interested.

The following tentative rules, based on suggestions from players, will be followed. Recommendations for changes and modifications are requested.

1. The rules of across-the-board "Diplomacy" will be followed as far as is practicable.

2. The entry fee for a game will be \$1, payable to the Umpire. The Umpire reserves the right to make further assessments upon the players if the game becomes protracted, for the purpose of covering printing and postal costs.

3. All correspondence relating to the game, among players or between players and the Umpire, shall be by first-class surface or air mail.

4. The Umpire shall announce a deadline date for entries. Upon this date, or upon such earlier date as he receives 7 entries for the game, he shall assign by lot one country to each player. He shall then inform the players which country

announcements of minor troop movements within our own borders.

"Peace-loving Austria-Hungary wishes to decry publicly the offers of alliance in aggression we have received, and to state that the motives of our Empire are entirely conservative and peaceful. However, we must also warn the aggressors with which we are surrounded that if we are threatened with attack upon ourselves or our allies, we are prepared to fight defensively to preserve our peace."

* * *

NEW ADDRESSES

Fred Lerner, 476 International House, 1414 East 59th Street, Chicago 37, Illinois. This address will hold until Labor Day weekend. From then until the middle of September, Fred will be at his former New Jersey address, and thenceforth at Columbia University at an address to be announced later.

Dave McDaniel, Box 100, 308 Westwood Plaza, Los Angeles 24, California.

* * *

This is:

Fred Lerner announces that the East Paterson Diplomacy Club has just elected the following officers under its new Charter:

President, Fred Lerner
Vice-President, Tom Bulmer
Secretary, Thorby

O At
P Great
E Intervals
R This
A Appears
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I Inflamm
O Optic
N Nerves

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GRAUSTARK #3
John Boardman
Box 22, New York 33, N. Y.

PRINTED MATTER ONLY
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GRAUSTARK

#3

"Spring 1901"

21 June 1963

ITALIAN TROOPS INVADE AUSTRIA;

OTHER POWERS SIGN TRIPARTITE PACT

The following moves have been ordered for "Spring 1901":

England: A Liv-Yor; F Lon-Eng; F Edi-North Sea.

France: A Par-Pic; A Mar-Spa; F Bre-Mid.

Germany: A Ber-Kie; A Mun-Ruh; F Kie-Den.

Italy: A Ven-Tyr; A Rom-Ven; F Nap-Ion.

Austria-Hungary: A Vie-Tri; A Bud-Ser; F Tri-Alb.

All these moves are legal under the rules of "Diplomacy".

Moves for "Fall 1901" must be received by the Umpire by 5 July. Players expecting to be able to establish more units in their home supply centers are requested to send at that time the nature and location of their new units, so that the "Fall 1901" and "Winter 1901" issues of GRAUSTARK may be combined according to Rule 8.

Three of the combatant powers have submitted their troop movement orders in the following forms:

GERMANY: "Germany has concluded non-aggression pacts with England and France, and the various spheres of influence of those countries have been delineated. Germany declares its neutrality toward Austria-Hungary and Italy."

ITALY: "Directive #1 From: CIC of the Armed Forces of Italy. Concerning: Troop movements in the event of war with Austria Army of Venice to Tyrolia; Army of Rome to Venice; Naples Fleet to Ionian Sea. War was today declared by His Majesty the King and troop movements will be carried out as ordered. God save the King!"

AUSTRIA-HUNGARY: "It is the pleasure of the Austro-Hungarian Empire to announce that in the Spring of 1901 our fleet will sail from Trieste into the friendly neighboring ports of Albania on the first leg of a cruise of peace and good will among our allies lining the Mediterranean. Also, in view of the lack of government in our neighbor, Serbia, caused by the current reign of anarchy in Turkey, we feel it best to send our group of Military Advisors from Budapest to help them form a people's government and protect law and order in this beautiful country.

"In other and more technical terms: F Tri.-Alb. A Bud.-Ser. A Vie.-Tri. We feel it is unnecessary to publish

each of them will play, and give the name, address, and country of each of the other players. The issue of GRAUSTARK in which this information appears shall be labelled "Winter 1900".

5. Three weeks will be allotted to the players for their first move ("Spring 1901") and two weeks for each subsequent move. All players must send their moves to the Umpire by these deadlines. Each issue of GRAUSTARK will include the deadline for the next move. A player who does not send in his move during the required period creates a situation in which civil government has collapsed in his country. (See p. 6 of the rulebook.) Such collapse will last only during the move or moves in which this player does not participate, and does not affect his right to take part in subsequent moves.

6. Players may make alliances among themselves.

7. A player who sends to the Umpire moves purporting to come from another player shall be dropped from the game. However, players may make use of such deceptions in contacts among themselves, as a usage in accordance with immemorial international tradition.

8. There will be 3 issues of GRAUSTARK in each "year" of the game. The "Spring" issue will report all "Spring" moves made by the players, and the Umpire will report which moves are possible and what troop movements result. If, during a Spring move, a player is forced to retreat, the Umpire will learn from that player whether he chooses to retreat, and report this move in the "Spring" issue.

The "Fall" issue of GRAUSTARK will similarly report troop movements, including the ... supply centers obtained or lost by each player, and the necessity of any retreats required.

The "Winter" issue of GRAUSTARK will indicate what new units are built by players, where they are built, and whether any retreats necessitated by the "Fall" fighting are. If feasible, the "Fall" and "Winter" issues of GRAUSTARK may be combined.

* * *

GRAUSTARK will be mailed by third-class mail to all those who have expressed an interest in the game, or have had it expressed for them by Fred Lerner. This will be the last issue of GRAUSTARK received by the following persons unless information to the contrary is received from them by 21 June, the deadline date for GRAUSTARK #3:

Brien Benson	Ray Eggermont	Edward Rocklin
Mrs. Daniel Boorstin	Richard Frobose	Bill Skow
Tom Bulmer	Alfred W. Hales	Dan Vandermast
Chinook Book Shop	Joel Harllee	Tom Viertel
Robert D'Heedeno	Keith Marchese	

Subscriptions to GRAUSTARK by non-players are \$1 for 10 issues. Needless to say, GRAUSTARK goes free to "Diplomacy's" inventor, Allan B. Calhammer.

B O O K R E V I E W

HOW TO PLAY WAR GAMES IN MINIATURE by Joseph Morschauser, 134 pp., \$3.95, Walker & Co., 10 W. 56th St., New York 19, N. Y.

In this short but informative book, Morschauser presents war games as a fascinating if rather expensive hobby. He is chiefly concerned with war games which can be represented with toy soldiers, and discusses the history and various types of commercial toy soldiers and cannon. He feels that versimilitude is added to war games by using combat units made up of these figures, and that this realism is worth the expense that can quickly mount up.

Rules are given for war games of three different periods: Shock (up to medieval times, with heavy and light cavalry and infantry, and bowmen); Musket (18th & 19th centuries); and Modern (including heavy field artillery and tanks). In the chapter headed "Map and Table" are covered the effects that terrain may have on the rules and play of the game, and game rules similar to those of "Diplomacy" and "Tactics II" are given. Appendices recommend books and board war games, and tell the reader where to obtain toy soldiers suitable for war games.

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"Diplomacy" is manufactured by Cornwall Corp., 48 Wareham Street, Boston 18, Mass. It is available from the manufacturers or from any large department store at \$7.50. Rule books are available at \$1 each, and maps at 46¢ each, from John Boardman, Box 22, New York 33, N. Y. The game can be played from the rule book and maps, although the game board and pieces simplify it greatly.

This is:	Other OPERATION AGITATION publications are:
O At P Great E Intervals R This A Appears T To I Inflame O Optic N Nerves	POINTING VECTOR, a journal of comment on current events, topics philosophical, and book reviews. This personal newsletter is published at irregular intervals, and is \$1 for 5 issues. KNOWABLE, a science and science-fiction fanzine which combines grimly serious commentary on these subjects with a ribald fantasy to which anyone interested may add a chapter. \$1 for 5 issues.

In more mundane terminology, the following moves have been ordered:

ENGLAND: A Yor-Norway; F North Sea C A Yor-Norway; F Eng-Bel.

FRANCE: A Pic "will support British attack on Holland"; A Spa Stands; F Mid-Port.

GERMANY: A Ruh-Bur; A Kie-Den; F Den-Swe.

ITALY: A Tyr-Vie; A Ven-Tri; F Ion-Tun.

AUSTRIA-HUNGARY: A Ser S Alb-Gre; A Tri-Alb; F Alb-Gre.

All these moves are legal except the French disposition of the army in Picardy. This army therefore does not move or deliver support. The High Command Powers now control the following supply centers:

ENGLAND: Belgium, Edinburgh, Liverpool, London, Norway.

FRANCE: Brest, Marseilles, Paris, Portugal, Spain.

GERMANY: Berlin, Denmark, Kiel, Munich, Sweden.

ITALY: Naples, Rome, Trieste, Tunis, Venice, Vienna.

AUSTRIA-HUNGARY: Budapest, Greece, Serbia.

The following new units have been established:

ENGLAND: Fleets in Edinburgh and London.

FRANCE: Army in Paris, fleet in Brest.

GERMANY: Army in Munich, fleet in Kiel.

ITALY: Armies in Rome and Venice, fleet in Naples.

Fred Lerner sends along the rules of a game called "Concert of Europe" which is invented and played by some students at the University of Chicago. It will be reviewed in GRAUSTARK if I can make sense out of the rules. Dave McDaniel has sent a TV script "The War Makers" which will be reviewed and/or excerpted as soon as I get the time and inclination to put together another multi-page GRAUSTARK.

GRAUSTARK #4

John Boardman

Box 22, New York 33, N. Y.

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RETURN POSTAGE GUARANTEED

GRAUSTARK

#4

"Fall-Winter 1901"

5 July 1963

ITALIAN ARMY ENTERS VIENNA

GERMANS RIP INTO FRANCE

RUHR FREE-PRESS: BULLETIN - Sept. 12, 1901. Army Group South under Marshall von Kluck smashes south through heavy resistance to outskirts of Paris and Marseilles. Verdun, Belfort, Epinal fortresses shattered by massive 12-inch howitzers, largest guns yet seen on field of battle. Heavy artillery now pounding defences of Toulon; four French destroyers sunk, city in flames, roads southeast flowing with horror-mute soldiers and refugees.

BULLETIN - Sept. 13, 1901. XI Corp. enters Denmark at behest of King, fearful of pro-French coup. Civil order restored at once.

BULLETIN - Sept. 12, 1901. High seas fleet units dock at Stockholm, Malmö, to secure Gellivare iron mines and copper deposits. Movement expedited by friendly (and wise) Swedes. Inhabitants cheer wildly as German marines entrain for the north.

ROME: From: CIC of the Armed Forces of Italy. Concerning: the safe-guarding of the liberated territory of Tyrolia and the placement of reinforcements.

Directive #2: Army of Tyrolia will seize Vienna
Army of Venice will attack Trieste
Ionian Sea Fleet will occupy Tunis

These actions will secure our rear in Africa and safe-guard Tyrolia.

ATHENS: Thanks to advance warning of our intelligence service, our beloved Emperor was able to remove to a place of safety before the Italian invasion; now it may be announced he is on his flagship with our fleet in Albania. The General Staff will meet to discuss our actions towards this aggressor. The Austrian nation accepts the challenge of the Italian ruler. God Help The King!

A government in exile has been set up in the capital of our beloved ally, Greece, and our fleet has sailed south from Albania to Athens. Our ally, Serbia, has offered to support this move in view of the threat of the Italian fleet now occupying the Ionian Sea. To consolidate our defensive forces, the Army in Trieste will withdraw into Albania; the brave citizenry of Trieste will defend their beautiful city to the end, and medals will be struck for the fighting men who fall protecting their homes. Death to the Invaders!

GRAUSTARK

#5

"Spring 1902"

19 July 1963

FRANCE REELS UNDER ANGLO-GERMAN OFFENSIVE

LONDON: Grand Fleet in North Sea supports the attack of First Cruiser Division into English Channel; heavy fighting expected.

First Cruiser Division (London) battles into Channel; Belgian Fleet marine units advance into French Picardy, fierce resistance encountered, results of battle unforeseen.

Norwegian Army Corps will continue to promote the welfare of that smiling land.

RUHR FREE PRESS: May 20, 1902. Fleet units in Sweden will continue to expedite the flow of material from the northern mines and forests towards German factories. Sweden declares war on France, Swedish-German forces to be coordinated for victory drive.

May 24, 1902. Pro-French rioting by small groups of poisonous terrorists will necessitate the remainder of XI Corp. to keep peace in Denmark for lawful elements.

May 22, 1902. Holland declares war on France; High Seas Fleet units sail to Amsterdam to protect Dutch from wrathful French navy. Dutch forces from East Indies have conquered New Calédonia from French garrison at light cost.

May 21, 1902. Army Group South in Burgundy supports English attack on Picardy. Artillery bombardment makes Toulon untenable for French fleet, now removed to Lisbon.

ATHENS: (Austro-Hungarian Government-in-Exile) The loss of our beloved capital city to the invading Italian vandals has saddened the whole of Europe. The upstart King of Italy has contented himself with sending weekly messages denouncing our government from Rome while, from a safe distance, urging his forces on to ever-greater crimes against humanity.

Our beloved Emperor, struck ill by the shock of this attack, will personally rise to lead his troops northward to free his people from the aggressors. In the Spring of 1902, our army will march north from Albania to drive the hated killers from the ravaged city of Trieste. Our ambassadors are at this moment concluding a treaty of mutual defense with our cultural neighbor to the north, and with the help of the righteously-aroused Emperor William II we hope to restore peace to Eastern Europe within two years.

* * * * *

The following moves have been ordered. Underlined moves may not take place by the rules of "Diplomacy".

ENGLAND: A Nor stands; F Edi-Cly; F Bel-Pic; F Lon-Eng;
F North Sea S Lon-Eng.

FRANCE: no moves received. (See Rule 5, GRAUSTARK #2).

GERMANY: A Den stands; A Bur S Bel-Pic; A Mun-Tyr; F Swe stands; F Kie-Hol.

ITALY: A Tri-Bud; A Vie S Tri-Bud; A Ven-Tyr; A Rom-Ven; F Nap-Ion; F Tun S Nap-Ion.

AUSTRIA-HUNGARY: A Alb-Tri; A Ser S Alb-Tri; F Gre-Alb.

The French army in Picardy is annihilated.

* * * * *

The outcome of the "Fall 1901" moves suggests that combining the Fall and Winter issues of GRAUSTARK may not always be the wisest thing. In sending his moves, Fred Lerner specified that his new units be constructed in Paris and Brest. As it happened, with a German army in Burgundy, he may have preferred to build an army in Marseilles rather than a fleet at Brest.

If a situation of this sort develops in "Fall 1902", the Fall and Winter issues of GRAUSTARK will be separated. The usual two weeks will be allowed for indicating where units are to be added, retreated, or removed. However, it is requested that such information be sent in as soon as possible. Players living outside the New York metropolitan area may find it more advantageous to send their moves by air mail.

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Dave McDaniel, who really exists despite doubts by Fred Lerner to the contrary, has sent in a TV script entitled "The War-Makers, Part II". This script describes a simulated war-situation among five imaginary nations: two major powers, Omne and Utro, and three smaller states, Algo, Erga, and Ingo. Omne and Erga are allied against the other three in balanced power-blocs. Each nation is run by a three-man team, essentially a Head of State with a foreign minister and a war minister. During each playing period the "Decision Makers" use their national resources to gain advantage over the opposition; there are 3 periods to a day. Communication among nations is by written message, "summit conferences", "International Organization" meetings, and a once-a-period newspaper, the World Times.

The game is primarily a brainstorming device to test whether "deterrence" strategies actually deter, in the face of centuries of human experience which show that military preparations aggravate rather than deter. It is akin to the war games that 19th-century general staffs used to play among themselves in anticipation of a war. This "Inter-Nation Simulation" was designed by Dr. Harold Guetzkow of Northwestern in 1956, and is now being studied at the Western Behavioral Sciences Institute, La Jolla, Calif. The study is directed by Dr. Wayman Crow, Dr. Lawrence Solomon, and John Raser. The script describes the operation of one of the games, in which Utro is apparently taking the role of the Soviet Union in international affairs ("an international villain"). Some indication of the intellectual orientation of the game may be obtained from the on-camera comment of one player: "That guy must be part Jew. He always wants half of everything and never wants to do anything for it."

B O O K R E V I E W

THE FALL OF THE DYNASTIES by Edmond Taylor, 397pp., \$6.50, Doubleday.

Taylor's book opens at the same point as "Diplomacy" -- the Europe of 1914. He is particularly concerned with the four absolute monarchies which entered that conflict, and how their centuries-old dynasties and the social systems which sustained them were demolished. The political and social structures of the German, Austro-Hungarian, Russian, and Ottoman empires are examined, and the many fatal strains which eventually brought down these nations are assessed. Taylor goes on to show how the assassination of an Austrian archduke escalated into a European war through the confidence of each side that the other really didn't want to go to war over the issue. The war brought to a head the grievances of oppressed national and social groups, exacerbated tensions, and in the end precipitated the collapse of these empires and their ruling houses. Taylor concludes by telling of the establishment of the successor states in central and eastern Europe, and how there were, inherent in their foundations, the conditions which led to the rejection by most of these states of the democracy for which the world had allegedly been made safe. But this is not to say that the old empires had been better; the author demolishes the myth of "die gute alte Zeit" which people beset by modern troubles have used to forget older ones.

The book is written with a light and easy style: "Abdul Medjid, with some western prodding, had once tumbled out of bed long enough to sign a decree granting all his subjects equal rights"; "Rasputin personified...the Czarist version of the Common Man, and he had to look and act the part; he dipped his fingers in the soup and scratched his behind in public for the same reason that Nikita Khrushchev takes off his shoes"; "This morning the All-Highest paid his respects to the Highest," the Court Circular ((of Wilhelm II)) is alleged to have reported one Sunday".

Some minor flaws mar the book slightly. A map of the pre-war Dual Monarchy incorrectly shows Bukowina as part of Hungary. Certain Grand Dukes are described as the Tsar's uncles without a warning to the reader that the first cousins of one's father are also "uncles" in Russia. And, to show that he has stuck to the study of the history of the human species only, he writes, "The monarchies...were rushing to their final extinction for the same reason that the dinosaurs of the Carboniferous Age (sic) had waddled to theirs."

* * * * *

"Diplomacy" was created by Allan B. Calhammer, and is manufactured by Cornwall Corp., 48 Wareham Street, Boston 18, Mass. It is available from the manufacturers or from the games department of any well-stocked department store for \$7.50. Rule books are available @ \$1, and maps @ 4¢, from John Boardman, Box 22, New York 33, N. Y. The game can be played from the rule book and maps, although the game board and pieces simplify it greatly.

This is:

O At
P Great
E Intervals
R This
A Appears
T To
I Inflamm
O Optic
N Nerves

GRAUSTARK is free to participants in postal "Diplomacy", and 10 issues for \$1 to all others. All back issues are still available, and new subscribers may begin their subscriptions with these back issues if they wish.

Other OPERATION AGITATION publications are:

POINTING VECTOR, an irregularly published personal newsletter and journal of opinion. The current issue, #16, includes an account of a shark-fishing trip, proposals of militant action against segregationist violence, a discussion of philosophical anarchism, and

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a tragic tale of the I. R. T. \$1 for 5 issues.

KNOWABLE, whose fifth issue will be out before the end of August. It will include "Astronomy Made Too Easy", an explanation of whistling static, a discussion of crackpottery in the field of relativity, and yet another chapter of a rather silly round-robin story. \$1 for 5 issues.

* * * * *

Current addresses of players:

ENGLAND: Stuart Keshner, 102A Elmwood Terr., East Paterson, N. J.

FRANCE: Fred Lerner, 476 International House, 1414 East 59th St., Chicago 37, Ill.

GERMANY: James Goldman, 45 Hamilton Ave., East Paterson, N. J.

ITALY: Derek Nelson, 18 Gramard Blvd., Scarborough, Ontario

AUSTRIA-HUNGARY: Dave McDaniel, Box 100, 308 Westwood Plaza, Los Angeles 24, Calif.

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Moves for "Fall 1902" must be received by the Umpire on or before 2 August.

GRAUSTARK #5

John Boardman

Box 22, New York 33, N. Y.

PRINTED MATTER ONLY

RETURN POSTAGE GUARANTEED

GRAUSTARK

#6

"Spring-Fall-Winter 1902"

2 August 1963

FRENCH STALL ANGLQ-GERMAN OFFENSIVE AS COMMUNICATIONS LAG

As has been explained already to the participants in postal "Diplomacy", Fred Lerner's moves for France in "Spring 1901" were received after GRAUSTARK #5 went to press but before the closing of the post office on the deadline date. Box mail at this post office is almost always placed in the box before 8 AM, and mail arriving later is usually not put in the box until the following day. Since no word had been received from Fred by that time, GRAUSTARK #5 was duplicated and mailed as if he had not moved. (This was done with considerable despatch, as I was leaving for the eclipse in Maine that evening.) But when I returned to the post office to mail this issue, I found Fred's air mail card in the box. The ordered moves for "Spring 1901" are therefore:

ENGLAND: A Nor stands; F Edi-Cly; F Bel-Pic; F Lon-Eng;
F North Sea S Lon-Eng.

FRANCE: A Spa-Mar; A Par-Bur; A Pic-Bel; F Por-Mid; F Bre-Eng.

GERMANY: A Den stands; A Bur S Bel-Pic; A Mun-Tyr; F Swe
stands; F Kie-Hol.

ITALY: A Tri-Bud; A Vie S Tri-Bud; A Ven-Tyr; A Rom-Ven;
F Nap-Ion; F Tun S Nap-Ion.

AUSTRIA-HUNGARY: A Alb-Tri; A Ser S Alb-Tri; F Gre-Alb.

Underlined moves are not possible.

* * * * *

Derek Nelson makes the following assessments of the various Avalon-Hill war games:

"The first A-H war game ever made was 'Géttysburg' but just lately they've brought out a new edition. On the former I've played about 12 games and won 9 of them, drawing the rest. Since we split the sides it means I've won 3 with the South and drew 3. (The 12 were played against one guy who's good; others I've played with I easily beat using the Rebels.) I've played maybe a half dozen games on the new version and never got better than a draw with either side, though the closest I ever came to winning was with the South and the closest I ever came to losing was with the South. Others have had the same experience.

"And incidentally, if Johnny Reb has any ability at all he can have Cemetery Hill the first day and hold it

(continued on p. 4)

ITALIANS OVERRUN DUAL MONARCHY

BERLIN: Army Group South launches raid on Belgium, capturing Liege and Namur. High Seas Fleet in Holland supports attack of Army Group South on Belgium.

XI Corps evacuates Denmark to Hamburg. Returning heroes acclaimed by at least two million loyal Germans, including Kaiser Wilhelm and royal family.

Army Group East once again assaults the lofty fortifications above the clouds. Slow progress made toward the granite throne of Austria.

TRIESTE: July 1902 - Joyous crowds lined the streets of Trieste as our beloved Emperor led his battle-weary troops up the streets to their barracks and homes. The battle had been fierce, but the cowardly Italian forces retreated inland, looting and pillaging as they went.

The citizens of Trieste, gaunt but still courageous after 5 months of brutal occupation, greeted their fighting sons with open arms and homes. Rebuilding of the gutted areas and cleansing of the desecrated cathedrals was begun even before the last of the Italian forces had fled the city. The libraries and museums began to bring their treasures out of hiding, and bunting - rags left by the Italian vandals - danced bravely from every cornice along the Hauptstrasse. And above the dome of the Diet flew the flag of the Emperor himself, in conference with the Austro-Hungarian War College inside.

Beneath that dome, damaged but standing still as strong as our Empire, our wise and courageous leader, Franz Joseph, had spent long weary hours with the finest military minds of our nation. Making use of new theories, basic to the nature of conflict, our General Staff feels confident of the swift defeat of the undisciplined hordes of the upstart "King of Italy".

In the next few months, our fleet will return to Greece, there to defend our southern ally, cradle of European civilization, against a threatened invasion by the Italian barbarians. Our Serbian forces, assisted and supported by the battle-toughened troops now in Trieste, will advance north to liberate beautiful Budapest from the vile invader. We feel we may promise our next press release will be datelined Budapest - and the one following, Vienna. And in the not-too-distant future, we will be datelined Rome.

* * * * *

The following moves have been ordered. Underlined moves may not take place under the rules of "Diplomacy".

ENGLAND: A Nor-Swo; F Cly-Liv; F Bel-Eng; F North Sea S
Bel-Eng; F Eng-Mid.

FRANCE: A Pic-Bel; A Par-Bur; A Mar S Par-Bur; F Bre-Eng;
F Mid S Bre-Eng.

GERMANY: A Den-Kie; A Mun-Tyr; A Bur-Bel; F Swo-Nor; F Hol
S Bur-Bel.

ITALY: A Ven-Tri; A Vie S Ven-Tri; A Rom-Ven; A Bud-Ser;
F Ion-Gre; F Tun-Ion.

AUSTRIA-HUNGARY: A Ser-Bud; A Tri S Ser-Bud; F Alb-Gre.

The English fleet in Belgium and the Austro-Hungarian army in Trieste are annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Edinburgh, Liverpool, London, Norway.

FRANCE: Brest, Marseilles, Paris, Portugal, Spain.

GERMANY: Belgium, Berlin, Denmark, Holland, Kiel, Munich, Sweden.

ITALY: Budapest, Naples, Rome, Trieste, Tunis, Venice, Vienna.

AUSTRIA-HUNGARY: Greece, Serbia.

Germany has established new armies in Berlin and Munich. The location of the new Italian unit has not been specified. However, since this new unit will not be involved in fighting in the next move, I see no need to publish a "Winter 1902" issue of GRAUSTARK for the sole purpose of announcing its establishment. Its location and first move, if any, will be announced in the "Spring 1903" issue.

Moves for "Spring 1903" must be received by the Umpire on or before 16 August 1963. The deadline for "Fall 1903" will be extended to 6 September 1963, since the Umpire and at least 3 of the players will be absent for the World Science-Fiction Convention in Washington on Labor Day weekend.

* * * * *

Several people have expressed interest in beginning another game of postal "Diplomacy". As I would like to play in this second game, I am calling for a volunteer to serve as Umpire. The Umpire should have access to facilities for duplicating the results of the moves.

* * * * *

"Looking forward to the next game, it should certainly be possible to have a full seven play. I personally know two or three who never even heard about the postal Diplomacy game and who otherwise would have joined...Congratulations and thanks are due you for the smooth operation of this game." - James Goldman.

"You would have to quote the worst single line for the Warmakers script." ((You know my methods, Watson.))

"Firstly, the script was not written by the representative of the Behavioral Sciences Research Institute; it was put together by the show's producer and asst. producer. They thought the line was colloquial. It may have been, but the BSRI representatives and the Executive Producers both rejected the line, and it was cut out of the script. The copy I sent you was one of the extras, and may not have had the line marked off on it; it should have. It was not in the show." - Dave McDaniel.

"What happens should Venice attack Trieste supported by Vienna while Budapest attacks Serbia if Trieste attacks Budapest supported by Serbia?" - Derek Nelson. ((A Ven enters Tri; A Bud is dislodged.))

(continued from p. 1)

for a time.

"'Waterloo', another A-H game, has shown consistent wins for the French; in fact, my friend mentioned above has never lost with them. I have; this is my worst game. And the Allies outnumber the French!

"'Bismarck' is consistently won by the Royal Navy. But it's mainly luck though it's a hell of a lot of fun.

"'D-Day' is one of the best. I've played over 50 games of it, with two-thirds of them victories for myself. If you exclude games of less than 9 'weeks' duration the victory ratio is 2:1 for the Allies. .

"'Chancellorsville' has been won by the Union all but twice. My friend won with the South once, and later I won with the South. The Federals have to be stopped for quite a while on the river for a chance of Southern victory. Jackson's flanking movement wouldn't work in the game -- no hidden units.

"'Tactics-II' is the game with the least element of luck. I've never been beaten in it."

In actual fact, both Chancellorsville and Gettysburg should have been victories for government troops. At the former battle, government forces were superior, but General Hooker threw it away by not knowing how to use them. At Gettysburg, the superiority of the Federal army was augmented by several serious errors on Lee's part: with fewer men in unfriendly territory he established a longer battle-line, and with this thinned-out line charged uphill into massed artillery. See Fletcher Pratt, Ordeal by Fire, chapters 25, 27, and 35.

GRAUSTARK #6

John Boardman

Box 22, New York 33, N. Y.

PRINTED MATTER ONLY

RETURN POSTAGE GUARANTEED

GRAUSTARK

#7

"Spring 1903"

16 August 1963

FRENCH SEIZE CONTROL OF CHANNEL

ENGLAND: A Norway-Yor; F North Sea C A Norway-Yor; F Liv-Iri; F Eng S Liv-Iri.

FRANCE: A Pic and A Bur S English move F Eng-Bel; A Mar S Bur; F Bre-Eng; F Mid S Bre-Eng.

GERMANY: F Swe-Den; F Hol S Bel; A Mun-Boh; A Bel S Kie-Ruh; A Ber-Mun; A Kie-Ruh; A Tyr-Pic.

ITALY: A Tri-Ser; A Bud S Tri-Ser; A Ven-Tri; A Vic S Ven-Tri; A Rom-Ven; F Ion-Gre; F Tun-Tyr.

AUSTRIA-HUNGARY: A Ser-Gre; F Alb S Ser-Gre.

The new Italian unit established at the end of the previous move was an army in Rome. The French armies in Picardy and Burgundy are ordered to support an English move which was not made. The English fleet in the Channel is forced to retreat to London. Underlined moves are not possible.

The deadline for "Fall 1903" has been extended to 6 September 1963, as announced in GRAUSTARK #6.

Dave McDaniel has volunteered to serve as Umpire in a second game of postal "Diplomacy". Those interested in participating in this game, which will be played according to the rules printed in GRAUSTARK #2, should send \$1 to Dave McDaniel, Box 100, 308 Westwood Plaza, Los Angeles, California, 90024. The deadline for registration is 20 September 1963. Moves of this game will be published in a bulletin to be entitled "Ruritania".

NEWS BRIEFS

VATICAN CITY: The Pope has crowned King Victor Emanuel of Italy as Holy Roman Emperor, citing the precedent of the coronation of the Emperor Otto I in 964. His Holiness has excommunicated the Emperor Franz Joseph of Austria-Hungary and absolved his subjects of their allegiance to him. Those refusing to swear an oath of loyalty to the new Emperor have also been excommunicated...ROME: The peoples of Tyrolia and Trieste have hailed Italian armies as liberators. The temporary Italian abandonment and recapture of Trieste is hailed as a strategic masterpiece...ATHENS: The Austro-Hungarian General Staff was captured in Trieste by the Italians. Emperor Franz Joseph is in seclusion in Albania. Morale is reported to be low...

GRAUSTARK

#8

"Fall-Winter 1903"

6 September 1963

AUSTRO-HUNGARIAN FORCES ANNIHILATED

ITALIAN CONTROL OF
BALKANS COMPLETE

IM WESTEN NICHTS NEUES

ENGLAND: F North Sea-Ska; F Lon-North Sea; A Yor-Lon;
F Iri-Mid.

FRANCE: A Bur-Bel; A Pic and F Eng S Bur-Bel; F Mid-Wes;
A Mar S Bur.

GERMANY: A Pic-Mar; A Bel-Bur; A Mun and A Ruh S Bel-Bur;
F Hol-Bel; F Den-Kie; A Boh-Tyr.

ITALY: F Ion-Gre; A Scr S Ion-Gre; A Tri-Alb; A Bud-Gal;
A Vie S Bud-Gal; F Tyr-Tus; A Ven stands.

AUSTRIA-HUNGARY: F Alb-Tri; A Gre-Alb.

Underlined moves are not possible. The Austro-Hungarian army in Greece is annihilated by the supported attack from the Ionian Sea, and the Austro-Hungarian fleet in Albania is annihilated through lack of a supply center. Austria-Hungary is therefore completely eliminated from the war.

Italy has established an army in Rome, and a fleet in Naples. The remaining four combatants now control the following supply centers:

ENGLAND: Edinburgh, Liverpool, London, Norway.

FRANCE: Brest, Marseilles, Paris, Portugal, Spain

GERMANY: Belgium, Berlin, Denmark, Holland, Kiel, Munich, Sweden.

ITALY: Budapest, Greece, Naples, Rome, Serbia, Trieste, Tunis, Venice, Vienna.

This is:

Dave McDaniel announces that a full board has been obtained for the second game of postal "Diplomacy". Play will begin with the publication of the first issue of Ruritania on or about 20 September. Non-participants who wish to subscribe to Ruritania should write Dave at Box 100, 308 Westwood Plaza, Los Angeles, Calif., 90024.

The deadline for "Spring 1904" moves is Friday 20 September 1963. Non-participants may subscribe to GRAUSTARK at 10 issues for \$1. Extra maps are 4/ each; rule books are \$1 from John Boardman, Box 22, New York 33, N. Y.

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GRAUSTARK

#9

"Spring 1904"

20 September 1963

FRENCH ENTER LONDON

CROSS-CHANNEL OFFENSIVE SUCCEEDS AS ENGLISH NEGLECT DEFENSES

ENGLAND: A Lon-Swe; F North Sea and F Ska C Lon-Swe; F Mid-Per.

FRANCE: A Pic-Long; F Eng C Pic-Long; A Bar-Mar; A Mar-Spa; F Wes-Mid.

GERMANY: F Hol-Nor; A Bel-Hol; A Ruh-Kie; F Kie-Bal;
A Mun-Sil; A Pie-Tus; A Tyr-Ven.

ITALY: F Gre-Ion; F Nap-Tyr; F Tus-Lyo; A Tri-Tyr; A Ven
S Tri-Tyr; A Vie S Tri-Tyr; A Rom S Ven; A Gal-Sil;
A Ser-Bud.

Underlined moves are not possible. The German army in Tyrolia is dislodged by the supported Italian attack from Trieste, and retreats to Bohemia.

NEW ADDRESSES:

Fred Lerner, 926 Fernald Hall, Columbia
College, New York 27, New York

Dave McDaniel, 1503 Rollin Street,
South Pasadena, California

(Effective 1 November 1963) John Boardman,
592 16th Street, Brooklyn 18, N. Y.

* * *

The deadline for "Fall 1904" moves
is Monday, 7 October 1963. Subsequent
deadlines will fall on Monday rather than
on Friday.

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Subscribers are notified that subscrip-
tions should be renewed soon. If the play-
ers would like to kick in \$1 each to help
with the publication of the next 10 issues of GRAUSTARK,
it would be greatly appreciated. All back issues of GRAU-
STARK are still available, at a clearance rate of 5¢ each.

Fred Lerner announces that Allan Calhammer and John
Boardman have been elected honorary members of the East
Paterson Diplomacy Club. Calhammer, the founder of "Diplo-
macy", has been given the title of Honorary Grand Games-
master.

Dave McDaniel has published the first issue of Ruri-
tania, the biweekly bulletin of the second game of postal
"Diplomacy". It is \$1 for 10 issues from him at the above-
mentioned address. The deadline for the first move is 4
October.

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GRAUSTARK

#10

"Fall 1904"

7 October 1963

GERMAN ARMY ANNIHILATED IN TUSCANY

ENGLAND: F North Sea-Den; F Ska and A Swe S North Sea-Den,
F Por stands.

FRANCE: F Eng-Iri; A Spa-Por; F Mid S Spa-Por; A Lon and
A Mar stand.

GERMANY: A Boh-Sil; A Mun S Boh-Sil; A Kie-Ber; F Hol-Bel;
A Bel-Ruh; F Bal-Den; A Tus-Ven.

ITALY: F Ion-Tun; F Lyo-Pie; A Ven S Lyo-Pie; A Rom-Tus;
F Tyr S Rom-Tus; A Gal-Boh; A Vie S Gal-Boh;
A Tyr-Mun; A Bud-Gal.

Underlined moves are not possible. The German army in Tuscany and the English fleet in Portugal are annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Denmark, Edinburgh, Liverpool, Norway, Sweden.

FRANCE: Brest, London, Marseilles, Paris, Portugal, Spain.

GERMANY: Belgium, Berlin, Holland, Kiel, Munich.

ITALY: Budapest, Greece, Naples, Rome, Serbia, Trieste, Tunis, Venice, Vienna.

England and France have each gained one supply center net, and each country is entitled to establish a new unit on a home supply center. Germany has lost two supply centers in "1904", and must remove one unit in addition to the army lost in Tuscany. Pursuant to Rule 8 (see GRAUSTARK #2), a "Winter 1904" issue of GRAUSTARK will be issued. Players from whom information is needed for this issue are requested to send the new disposition of their troops by return mail. The deadline for "Spring 1905" will be two weeks after the date of publication of the "Winter 1904" issue.

* * *

Subscribers are reminded that subscriptions which began with GRAUSTARK #1 now expire. They can be renewed at 10 issues for \$1 from John Boardman, Box 22, New York 33, N. Y. (After 1 November 1963: 592 16th St., Brooklyn 18, N. Y.)

* * *

Allan Calhamer, inventor of the game of "Diplomacy" will be the guest of honor of a special meeting of the East Paterson Diplomacy Club at 8 PM, Saturday 19 October, in the lobby of Fernald Hall, Columbia College, New York. All interested persons are invited.

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